

Scout vs Wild

*Custom made for the trail hikin', fire makin', dutch oven cookin',
thrill seekin', star gazin', backwoods lovin' Scout.*

Ingredients

Earth



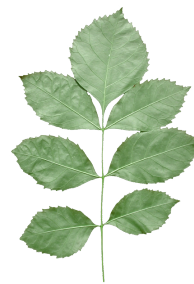
Fire



Water



Nature



Activities/Challenges



Overview

That's right! It's Scout vs Wild. The Pipsico Scout Reservation is a diverse collection of nature's gifts. With its original deed tracing back to the early 1600's, the 900 acre property has an amazing history and hosts over a mile of James River beach, pine forests, hardwood forests, a lake, activity fields, cyprus groves, and more. Traditional programs only introduce campers to a small fraction of the property.

Scout vs Wild is a journey. The program was developed for Scouts who want every day to be different. For Scouts who love spending time in the great outdoors, and possess a little bit of an adventurer spirit. Scout vs Wild was developed for individual campers and for groups of friends who want to experience some adventure together.

Participants will live the outpost experience. Most nights will be spent away from base camp. Some nights they will sleep in tents and other nights they will sleep in wilderness survival shelters or improvised structures.

The actual program is customized every step of the way. Campers will come upon activity areas and skill challenges. At the conclusion of every station they will decide as a group which of two paths they will take next.

Meals are part of the program as well. The menu is made to suit the campers' daily journey. Everyone will have the opportunity to enjoy food prepared in a dutch oven, over fire, using stoves, and yes, some meals will even be prepared for them. Mid-week all high adventure

participants will meet for a beach party grill-out.

It's underlying purpose of Scout vs Wild is to instill a sense of teamwork, further develop leadership skills, teach survival skills, and most of all, show them a fun-filled week on the James River. Campers will be challenged to learn many new and exciting skills.

Keep in mind that Scout vs Wild is a challenging outpost experience. Many of the luxuries of resident camp will not be available to the participants. A mid-week visit to base camp will be offered so that participants may check up with their unit, shower in our facilities, and participate in base camp programs. Participants will be expected to actively engage in all aspects of the program and work cooperatively to achieve the best experience possible.

ACTIVITIES / CHALLENGES

The high adventure staff have a collection of activities and challenges prepared for the outdoor lover. Some may find themselves refining their inner woodsman. Some will reach into their memory banks to recall early Scouting skills. Everyone will learn new skills, discover tremendous inner-potential, and deepen their passion for the great outdoors.

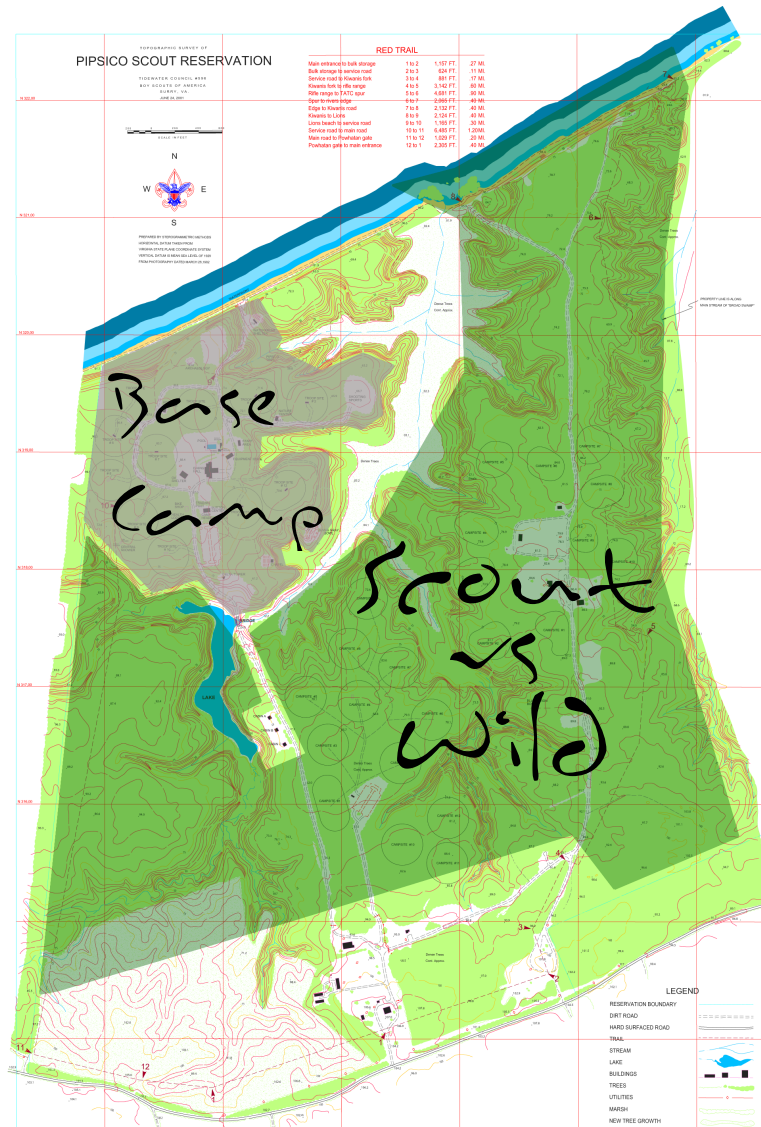
Here is a sample of some of the activities that await the Scout vs Wild adventurer.

- ✓ Canoeing
- ✓ Backpacking
- ✓ Fishing
- ✓ Knife Throwing
- ✓ Sling Shot Making
- ✓ Land Navigation
- ✓ Survival Camping
- ✓ Semaphore
- ✓ Candle Making
- ✓ Track Identification
- ✓ Tomahawk Throwing
- ✓ Archery/Rifle/Shotgun
- ✓ Survival Skill Development
- ✓ Dutch Oven Cooking
- ✓ Open Fire Cooking
- ✓ Orienteering
- ✓ Beach Party

Scouts need to be prepared to leave the luxuries of modern technology behind them, and use this as an opportunity to let the hassles of the world around fade away for a week immersed in nature's gift.

Evan W. Sommerfeld

*Evan Sommerfeld
Camp Director*



A Few More Things

Scout vs Wild was developed as program for Scouts who have already experienced a more traditional summer camp life. It was specifically designed for those with an adventurer's spirit and a love of nature. Program specifically excludes any advancement curriculum. Although many experiences may draw from skills acquired through the advancement trail, Scouts are encouraged to set aside their advancement ambitions and take in their surroundings.

Due to the challenging nature of this program, participants must be at least 14 or 13 and completed 8th grade. All

campers are also expected to be able to pass the official BSA swim test.

Although a BSA high adventure physical is NOT required for this program, physical fitness is critical.

All campers are expected to prepare themselves for a satisfying physically demanding week in the woods. This experience involves backpacking. All Scouts should pack judiciously. Everyone should pack their gear in rucksacks that they can carry. Totes and luggage bags are prohibited beyond base camp.



SCUBA Camp

BEGINNER PROGRAM

Earn Open Water SCUBA Certification and your SCUBA Merit badge! Pipsico has partnered with the Chesapeake Bay Diving Center to produce full week of underwater adventure concluding at Lake Rawlings. With this SSI certification, it is possible to dive all over the world. The course consists of three parts: Classroom, Confined Water, and Open Water.

ADVANCED PROGRAM

Scouts and Scouters who have already been certified as open water divers now have the opportunity to enhance their skills by earning four specialty certifications: night & limited visibility, navigation, search & recovery, and perfect buoyancy. Divers must bring their own mask, snorkel, boots, and fins. The purchase of all specialty dive equipment, and underwater compass rental) is built into the program fee.



PEX

The PEX program is an adrenaline sampler if we may be so bold. PEX was designed by teenagers; for teenagers.

Campers rotate through a series of programs such as canoeing, tubing, rifle, shotgun, airsoft, tomahawk, climbing, fishing, cooking, and pool partying! There will be four off-site experiences to include fishing head-boat trip in the Chesapeake Bay, a casual stroll through colonial Williamsburg, high COPE, while concluding their week at Busch Gardens.



Sail Hampton Roads

This is a full week of sailing and nightly port visits on the James and Elizabeth Rivers plus a stop over along the southern Chesapeake Bay.

Monday morning after breakfast, crews will muster where they will stow gear and make ready for travel to board the sail boats. Setting Sail, the group will head towards ports in Cape Charles, Hampton, Smithfield, and Norfolk.

Each port visit will provide a variety of fun, interesting, and educational experiences. Stops along the way include but are not limited to: A tour and dinner in historic Cape Charles, a stop in Hampton River, a seafood dinner at Smithfield Station Marina, a tour of Nauticus and the battleship Wisconsin at the City of Norfolk and lastly a lunch tour at the historic Fort Wool at the mouth of Hampton Roads.

PEX, SCUBA Camp, and Sail Hampton Roads are CO-ED and available to Boy Scouts, Venturer, and Explorers.

Scout vs Wild

Everyone will learn new skills, discover tremendous inner-potential, and deepen their passion for the great outdoors.

Weeks of Operation

Week 1 June 28 - July 4
 Week 2 July 5 - July 11
 Week 3 July 12 - July 18
 Week 4 July 19 - July 25
 Week 5 July 26 - August 1

High Adventure Rates

Regular \$525	Sail Hampton Roads
Regular \$405	PEX
Regular \$655	SCUBA Camp (begin.)
Regular \$670	SCUBA Camp (adv.)
Regular \$285	Scout vs Wild

Early Discount

\$20 off if \$100 deposit made by 2/24
AND paid in full by 6/1.

Late Fee

Add \$25 if not paid in full by 6/1.

Early Making Your Reservation

Participants may reserve space for their by making an initial non-refundable deposit of \$100 per camper. Deposits will be applied to the final balance due. The high adventure reservation form can be downloaded here: <http://www.tidewaterbsa.com/PSR/summer-camp-programs/high-adventure-camp/>

Refund Policy

In cases of death of an immediate family member, sickness or injury, or military transfer, we will refund all but \$100 of fees paid until 6/1 when verified by a physician, military commander, or such official. Reasons such as vacation schedule, summer school, and last minute changes of mind are not acceptable reasons for refunds. Camper deposits are transferrable within a unit, but are not refundable. After 6/1 no refunds are available for any reason.

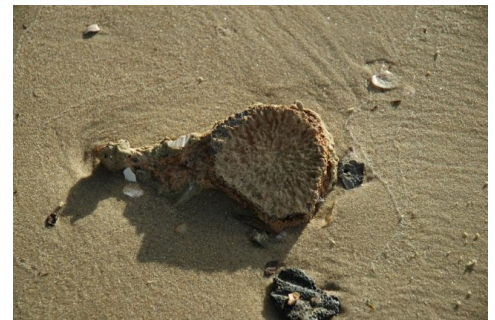
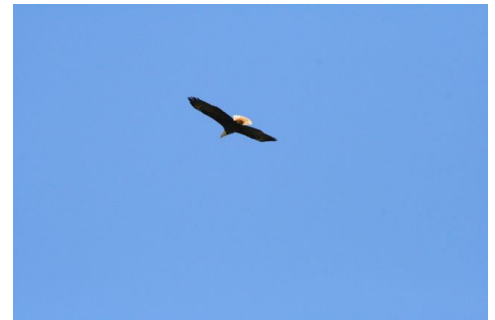
Scholarships

Our mission to make summer camp available to every Scout. A limited fund is available to provide assistance to Tidewater Council Scouts who would otherwise be unable to attend. Scouts are expected to participate in council and unit fund raising programs to help pay the cost of camp.

Very Important

Before you leave home, make sure everyone has a complete & current BSA medical form (parts A, B & C). All summer camp participants are required to have a complete BSA medical form (parts A, B & C). This is an annual form that expires at the end of the month a year after the previous BSA medical form was completed.

[Download form here](#)



Medicals

All Scouts and leaders must submit a copy of their BSA Annual Health and Medical Record form (parts A, B & C) to the camp Health Officer during check-in. Anyone staying in camp overnight must have a BSA physical form on file at the Health Lodge. The official BSA form is located here: www.scouting.org/filestore/HealthSafety/pdf/whole.pdf.

Anyone reporting to camp without a current physical will be required to get one at his or her own expense within 72 hours. The nearest source of physicals is a one-hour round trip from camp, and the cost is likely to range from 100 to 150 dollars. Please make sure you bring copies of current physicals with you for all unit members attending camp! Physicals expire at the end of the month one year after signed by a physician (for example, a physical signed 6/3/12 expires 6/31/13). Physicals must be valid for the duration of camp.

Emergency Procedures

The Tidewater Council maintains emergency procedures to meet, and in some cases, exceed the standards set by the Boy Scouts of America. It is essential for everyone's safety that every member of your unit fully understands that these procedures exist - their life, your life, or someone else's life could depend on it. It is also part of the BSA's national standards that we conduct an emergency drill during your stay. Please be sure to follow only instructions delivered by the staff chain of command. Likewise, if an emergency arises, or is brought to your attention, please notify the nearest staff member immediately so that we may launch the appropriate procedures. Do not attempt to resolve an emergency situation alone. Notify the nearest staff member.

Fires, Stoves & Tents

For safety reasons, there are to be no open flames in tents. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane or liquid lanterns in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly. All cooking fires, campfires and stoves are to be attended while they are burning. Fires are only to be built in designated areas and must be extinguished

so that they are cold to the touch when unattended. Spraying aerosol cans of any type (insecticide, deodorant, hair spray, etc.) are also prohibited in tents. The propellants in these products will damage the waterproofing treatment on the canvas.

Youth Protection

Leaders are asked to review the Guide to Safe Scouting before attending camp and ensure compliance by their unit with policies as detailed in the Guide, particularly in respect of youth protection policies. Failure to comply with Guide to Safe Scouting and youth protection policies will result in disciplinary action.

Adult leaders must respect the privacy of youth members and protect their own privacy at all times. Except in emergencies, adults and youth may not enter each other's designated sleeping and shower areas. No Scout may share a tent with an adult who is not his own parent or guardian.

Prescription Medications

All prescription drugs are kept and administered by the unit. It is to be kept in a secured location out of the reach of youth. If medication requires refrigeration, it can be checked in with the Health Officer check-in. Provide a list of medication, dosage and to whom you are administering medication to when you check in with the Health Officer. By law, medications must be in a container with a typed label from the pharmacy. Medications will be given only in accordance with the label. Handwritten changes will not be accepted. While underway medications will be secured by the Skipper.

Allergies & Medical Needs

All individuals, youth and adult alike, who have allergies or special medical needs (e.g. asthma), must be brought to the attention of the Camp Health Officer. Unit leaders who have individuals with special dietary requirement or food allergies should contact the Food Service Director at check-in to discuss food requirements.

Pipsico is open to any registered member of the BSA, and every effort will be made to accommodate special needs. Food allergies/intolerances need to be reported in advance of camp to give the food service staff

adequate opportunity to prepare alternate menus. Vegan diets cannot be accommodated. Vegan campers will need to bring meal supplements for Pipsico is open to any registered member of the BSA, and every effort will be made to accommodate special needs. Food allergies/intolerances need to be reported in advance of camp to give the food service staff adequate opportunity to prepare alternate menus. Vegan diets cannot be accommodated. Vegan campers will need to bring meal supplements for their time at Pipsico. Please contact the staff closer to camp to make necessary arrangements.

While summer camp is a totally different experience from school, the need for discipline, attentiveness, and social interaction is much the same. If a Scout uses medication during the school year to manage behavioral conditions such as ADHD, we strongly encourage that he continue on those medications during camp.

Medical Treatment

All injuries and illnesses, regardless of severity, must be reported to and treated immediately. This applies to all campers, youth and adult. The Health Officer/Skipper is required to keep a log of all injuries or illnesses. Pipsico has a Health Officer/Skipper on duty at all times. Other key staff members are also trained in first aid and CPR. In the event of serious medical problems, the camp has agreements with the Surry County Rescue Squad, a medical treatment facility in Smithfield, and local hospitals in Suffolk and Hopewell.

The cost of medical treatment away from camp will be billed to the camper's primary insurance carrier. Registered Tidewater Council units are covered by supplemental insurance, which covers certain deductibles and other expenses for injuries and illnesses incurred at camp. Parents must make arrangements for treatment of pre-existing conditions. Tidewater Council's policy does not cover out-of-council units; those units need to submit a certificate of insurance from their home council or unit prior to arriving at camp. We recommend that this be done when making your final camp fee payment.

Check-in

Plan on arriving between 1:00PM and 4:30PM on Sunday. Upon arriving at Pipsico, follow the signs for Lions (a sub-camp of the Pipsico Scout Reservation) and park in the main parking lot in front of the Burton Center. If you plan to arrive late, please notify us in advance so special arrangements can be made. If you are delayed on the way to camp, let us know. At initial check-in, we will verify the number of campers with your unit and confirm paperwork is in order. Your pre-ordered T-shirts will be given to you at this time. Then you will meet your Staff Guide, who will escort you through the remaining check-in procedures:

- Gear drop at campsite.
- Dining Hall for a brief orientation
- Pool for swim checks
- Your campsite

During check-in, your Camp Guide will point out our program areas. After dinner at 6:45 in the evening, participants will go to the Archeology Program Area where you will be introduced to other high adventure participants.

Check-out

After the campfire Friday night, leaders are encouraged to come to the Burton Center (camp office) to review their

checkout packets for completeness. This is the time to make sure you have everything needed, and to resolve any questions. Plan on leaving between 8:00 and 10:00 AM on Saturday. A continental breakfast will be served between 8:00 and 9:00 AM. One vehicle at a time may enter the campsite to load gear, no earlier than 7:30 AM. Once your gear is packed out and your campsite and latrine are clean, a staff member will inspect the campsite and release you from camp. Once you have been checked out of your campsite and picked up your health records and medications from the Health Lodge, we will distribute participant patches.

Very Important

Before you leave home, make sure everyone has a complete & current BSA medical form (parts A, B & C). All summer camp participants are required to have a complete BSA medical form (parts A, B & C). This is an annual form that expires at the end of the month a year after the previous BSA medical form was completed.

[Download form here](#)



A LITTLE ABOUT PIPSICO

Pipsico is located in Surry County, Virginia. It encompasses more than 900 acres of woodland, open fields and marshes. The terrain includes a natural ravine system and ranges in elevation from 20 to more than 100 feet above sea level. Pipsico's northern boundary extends for a mile and half along the banks of the historic James River.

Cliffs 60 to 75 feet high overlook a picturesque mile long sandy beach and several cypress tree coves. The cliff walls are studded with marine shells and fossils providing tangible evidence of the James River's influence on life over the centuries. The beach has proven to be a beach comber's delight for discovering nautical treasures like shark teeth, prehistoric whale bones, driftwood and a peaceful observation site for beautiful shoreline sunrises and sunsets.

Tidewater Council purchased this land in 1958. The "Pipsico Tree" a tulip poplar nearly 20 feet in circumference that predates the arrival of the first English colonists or stroll along the sandy beach of the James River and observe the flight of the bald eagles that nest

General

Swim Testing

All high adventure program participants will be swim tested upon arrival at Pipsico.

Telephones

A phone for outgoing calls is available at the Burton Center. An adult leader must be present for a Scout (with buddy) to use this phone. Calls must be collect or by calling card, and must be limited to five minutes. Should anyone need to contact a camper on an important matter, the number is (757) 294-3912.

This is our business phone, and cannot be tied up with personal calls, so parents will not be able to speak to their children on this line. Phone messages will be placed in the unit mailbox; emergency messages will be delivered as soon as possible. If adult leaders need to receive regular calls at camp, bring a cell phone or pager, or make arrangements to check with their office on a regular schedule.

Trading Post & Spending Money

In addition to program materials, our Trading Post offers a variety of snacks and drinks, and a wide selection of camping supplies, Scouting materials, and special Pipsico souvenirs. In addition to money for program fees, we recommend each Scout have some extra cash for camping supplies, snacks and souvenirs at the Trading Post (about \$50).

Packing Lists

Mandatory Gear

- Hiking Boots
- Spare Pair of Shoes
- Underwear (7-pairs)
- Extra Clothing
- Hat(s)
- Socks (7+ pairs)
- Jacket
- Swim Suit
- Rain Gear
- Flashlight w/ batteries
- Sleeping bag / sheets
- Rucksack (no footlockers)
- Scout Handbook
- Pen/Pencils and paper
- Completed medical form
- Spending money (\$50.00)
- Hand Towel

Dangerous Stuff

Pipsico provides all necessary and appropriate equipment for our shooting programs. Personal firearms, ammunition, bows and arrows are not permitted in camp. Sheath knives are NOT prohibited. Pocketknives may be carried by adult leaders and any Scout who has earned the Totin' Chip. Fireworks & firearms of any kind are prohibited in camp. LEO's please notify the council prior to camp of any special requirements by your department.



- Bath Towel (2-3)
- Wash Cloth
- Soap
- Toothbrush
- Toothpaste
- Brush or Comb
- Canteen or Water Bottle
- Personal First Aid Kit
- Bug repellent
- Sunscreen
- Mosquito netting

Optional Gear

- Camera
- Battery Alarm Clock
- Pillow
- Bible or Prayer book

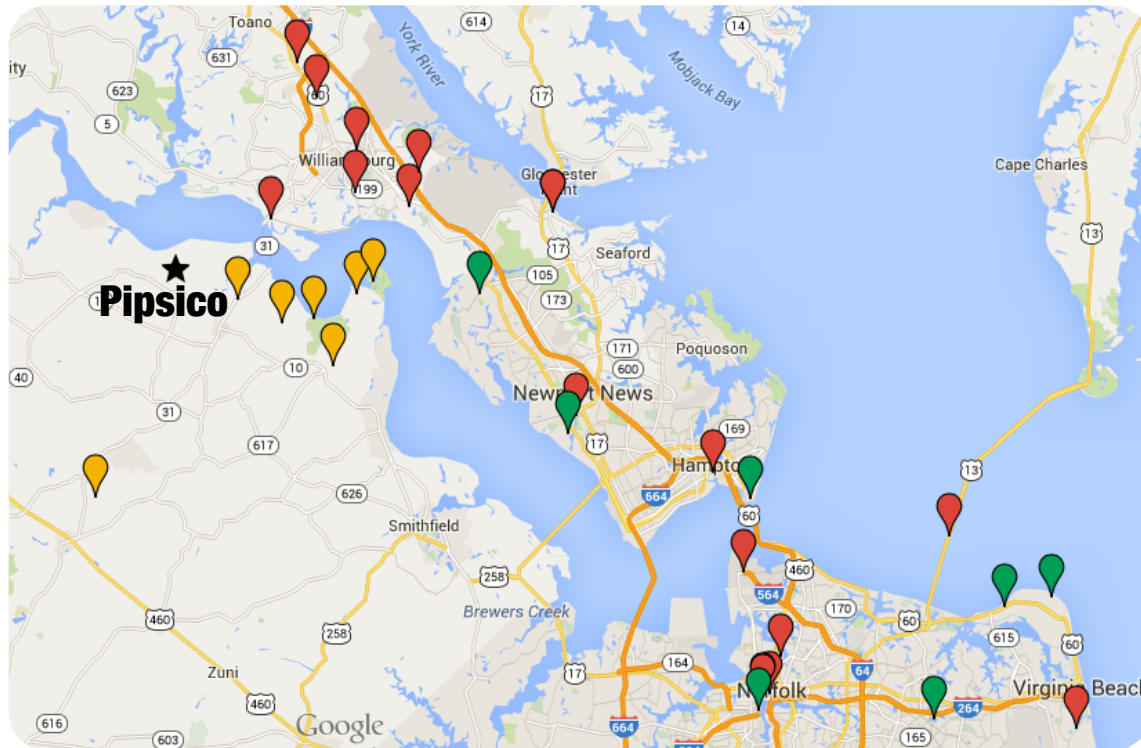
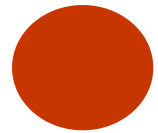
Around Pipsico

Pipsico is located in Surry, VA just across the river from the Jamestown Settlement in a very historical part of Virginia. The Hampton Roads area is home to 18 of 25 of Virginia’s top tourist attractions. There is no shortage of amusement to be found for those interested in American history and heritage; while the area still boasts an abundance of hot spots for thrill seekers.

If your Pack, Troop, Crew, Ship, or Post is Visiting Pipsico for summer camp, feel free to come early or stay a little longer and soak up some of the local amenities.

Virginia’s Top Tourist Destinations (18 of 25 located in Hampton Roads)

- Colonial Williamsburg
- Chesapeake Bay Bridge Tunnel
- Busch Gardens
- Williamsburg Premium Outlets
- Naval Station Norfolk
- Williamsburg Pottery
- Virginia Zoo
- MacArthur Center Mall
- Yorktown Battlefield
- Colonial Parkway
- Jamestown Settlement
- Virginia Aquarium
- Virginia Air & Space Center
- Virginia Living Museum
- Water Country USA
- Nauticus / USS Wisconsin
- Hampton Roads Naval Museum



Surry County Attractions

- College Run Farms
- Surry Nuclear Power Station
- Drewry Farms
- Hog Island Wildlife Area
- Bacon’s Castle (est. 1665)
- Chippokes Plantation (est. 1671)
- Smith’s Fort Plantation (est. 1609)

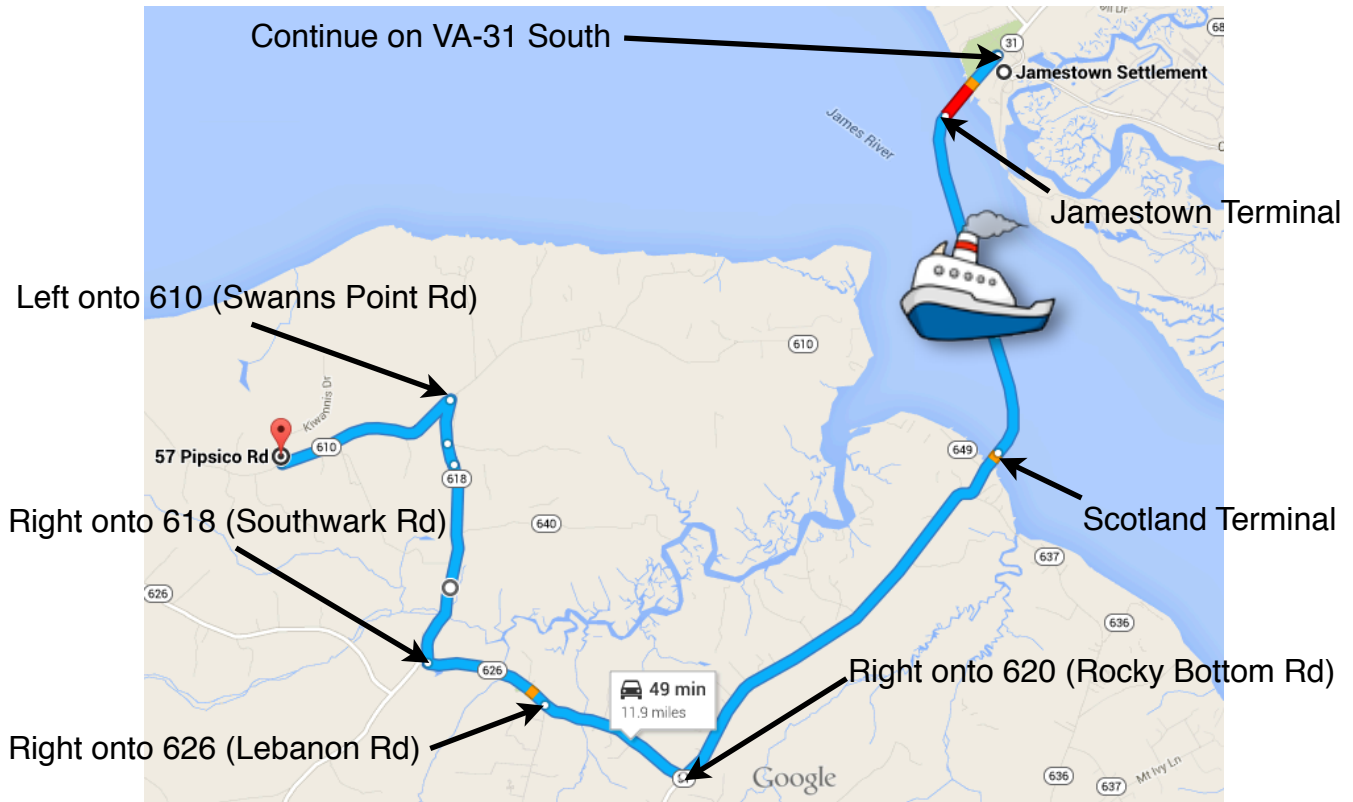


Other Local Attractions

- The Mariners’ Museum
- US Army Transportation Museum
- Fort Monroe
- Virginia Sports Hall of Fame
- Cape Henry Lighthouses
- Mount Trashmore
- First Landing State Park



Getting to Pipsico From the North

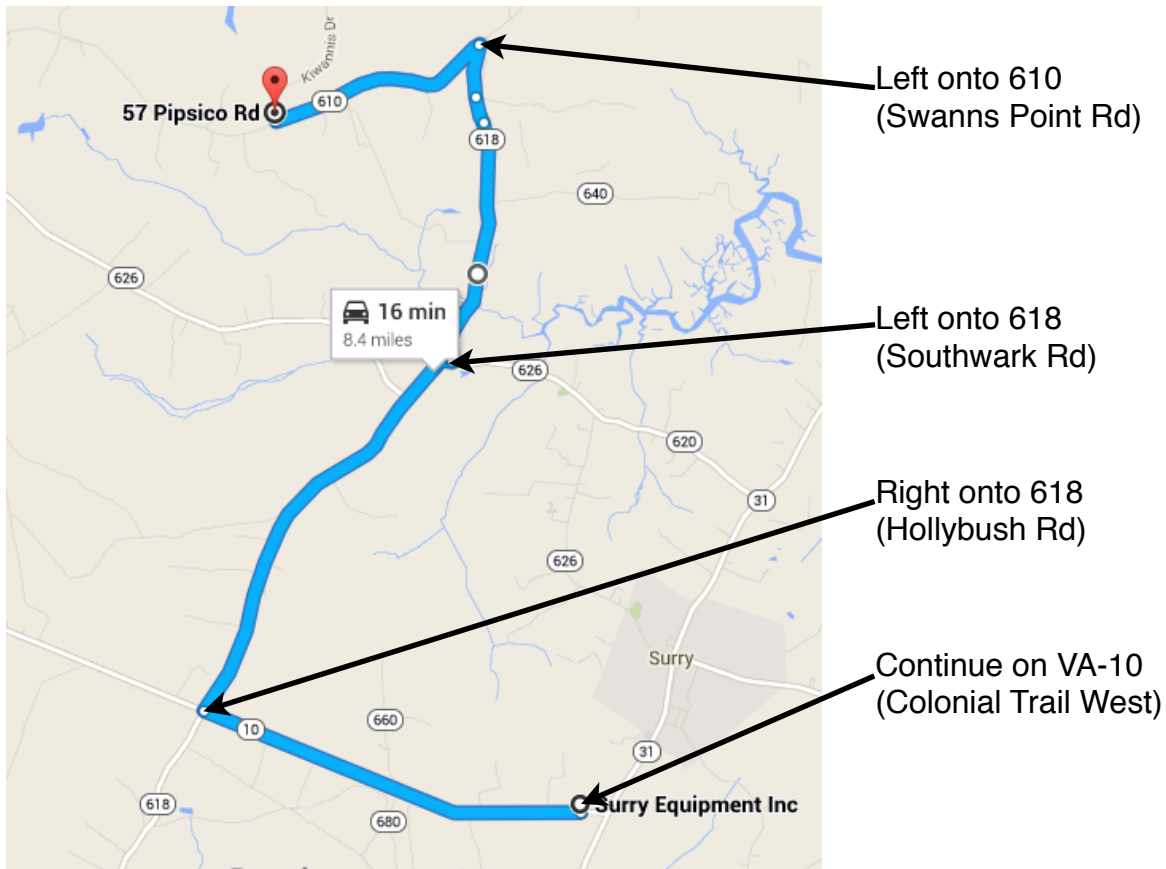


DIRECTIONS FROM JAMESTOWN SETTLEMENT

START: JAMESTOWN 2100 JAMESTOWN ROAD, WILLIAMSBURG, VA 23185
 END: PIPSICO 57 PIPSICO ROAD, SPRING GROVE, VA 23881

1. CONTINUE ON VA-31 SOUTH (JAMESTOWN RD)
2. TAKE JAMESTOWN-SCOTLAND FERRY
3. CONTINUE ON VA-31 SOUTH (ROLFE HWY) FOR 3.3 MILES.
4. TURN RIGHT ONTO 620 (ROCKY BOTTOM RD) FOR 1.1 MILES.
5. TURN RIGHT/CONTINUE ONTO 626 (LEBANON RD) FOR 0.9 MILES.
6. TURN RIGHT ONTO 618 (SOUTHWARK RD) FOR 2.0 MILES.
7. TURN LEFT ONTO 610 (SWANNS POINT RD) FOR 1.4 MILES.
8. TURN RIGHT TO ENTER PIPSICO SCOUT RESERVATION

Getting to Pipsico From the South



DIRECTIONS FROM SURRY EQUIPMENT

START: SURRY EQUIP. 156 COLONIAL TRAIL WEST
 END: PIPSICO 57 PIPSICO ROAD, SPRING GROVE, VA 23881

1. CONTINUE WEST ON VA-10 WEST (COLONIAL TRAIL WEST) FOR 2.4 MILES.
2. TURN RIGHT ONTO 618 (HOLLYBUSH RD) FOR 2.7 MILES.
3. TURN LEFT TO CONTINUE ON 618 (SOUTHWARK RD) FOR 2.0 MILES.
4. TURN LEFT ONTO 610 (SWANNS POINT RD) FOR 1.4 MILES.
5. TURN RIGHT TO ENTER PIPSICO SCOUT RESERVATION

Getting to Pipsico From the East

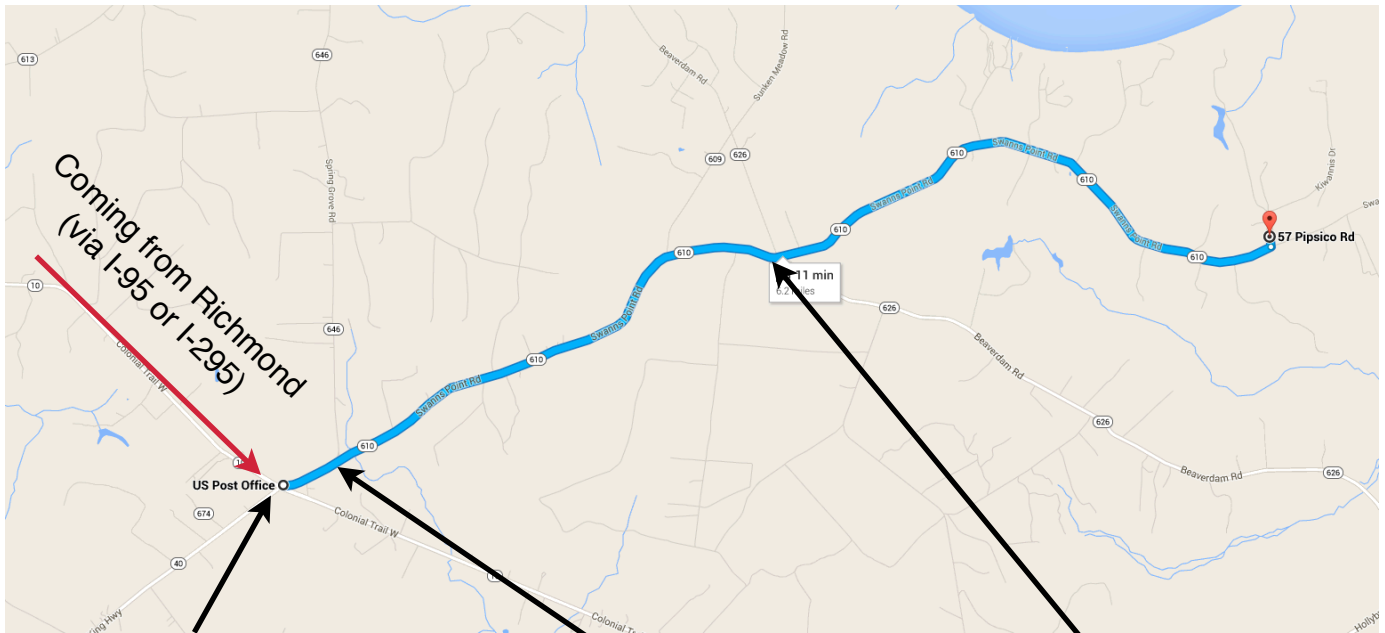


DIRECTIONS FROM SURRY 7-ELEVEN

START: 7-ELEVEN 639 COLONIAL TRAIL E, SURRY, VA 23883
 END: PIPSICO 57 PIPSICO ROAD, SPRING GROVE, VA 23881

1. HEAD WEST ON COLONIAL TRAIL E TOWARD BANK ST FOR 0.6 MILES TO LIGHT
2. CONTINUE THRU TRAFFIC LIGHT ON 626 (LEBANON RD) FOR 2.8 MILES.
3. TURN RIGHT ONTO 618 (SOUTHWARK RD) FOR 2.0 MILES.
4. TURN LEFT ONTO 610 (SWANNS POINT ROAD) FOR 1.4 MILES.
5. TURN RIGHT TO ENTER PIPSICO SCOUT RESERVATION

Getting to Pipsico From the West



Turn left from VA-10 onto Swanns Point Rd.

State Rte 610 & 646 split. Stay right on 610.

Stop for the stop sign. Then continue straight.

DIRECTIONS FROM SPRING GROVE POST OFFICE

START: POST OFFICE 17 SWANNS POINT RD, SPRING GROVE, VA 23881
 END: PIPSICO 57 PIPSICO ROAD, SPRING GROVE, VA 23881

1. FROM VA-10 TURN LEFT ONTO 610/646 (SWANNS POINT RD)
2. CONTINUE TO FOLLOW 610 (SWANNS POINT RD) FOR 6.1 MILES.
3. TURN LEFT TO ENTER PIPSICO SCOUT RESERVATION

Prescription Medication Information

Unit #: _____ Council: _____ Date Attending Camp: _____

Camper's Name: _____

Name of Parent / Guardian: _____ Phone: _____

Doctor's Name: _____ Phone: _____

Medication / Strength: _____

Reason for Medication: _____

When was medication started?: _____ Temporary: _____ Permanent: _____

Side effects (reactions to food, dehydration, stress, iodine, other medications, decreased balance, motor activity, concentration, drowsiness, lethargy, etc.): _____

Special storage instructions: _____

Unit #: _____ Council: _____ Date Attending Camp: _____

Camper's Name: _____

Name of Parent / Guardian: _____ Phone: _____

Doctor's Name: _____ Phone: _____

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